```
Date: Mon, 17 Apr 95 10:49:32 PDT
        Mime-Version: 1.0
        To: brewster, edy
        From: edy@wais.com (Edy Henderson)
        Subject: Staff Report
        ISSUES
        * Need resources on PS
        * Need infrastructure for Development (working on it ;-)
        PROGRESS
        * WAISgateII (C code) - Wrote Project Plan (Will) and reviewed it with Bruce
                http://www.wais.com:1999/devdocs
            03/31/95
                       Prototype, Demoed at Internet World last week
            04/28/95
                        Beta
               Fulcrum
               Fijitsu
               Worldbank
                WAIS Production Services
            05/31/95
                       FCS
        * Fulcrum - Dilip taking over from J.P.
        * Z39.50 - Dilip now owns it. He is meeting with Margaret St. Pierre today.
     * EB - will visit in May and bring merged additions
     →>>* SBIR - talked with Mark Rorvic. Next step contact Jim Wise, write plans
        * WAIS server
               bugs fixed
                Porting from WAIS object front end to g++ (50% complete) (Harry)
                Stemming from User interface (Harry)
                Starting implementation of Thesaurus (Harry)
               Next release - sometime in summer (see PLANS)
Cured: 7 * Personal Digital Newspaper - Chris scoping, using TSN as test bed
        * Setting up internal Home Page for viewing project plans, schedules, etc.
        * Reviewed development "wish list" with Ops,
        * Production services work: Tom, Dilip, Chris, Georgios
        PLANS
        * Develop schedules/plans for PS and Development
        * Prod Services - (Georgios, Chris, Dilip)
        * Update and review (with Marketing) WAIS server Project Plan (Harry)
        * Finish WAISgateII (Will, Dilip)
        * Organize updates, ports structure (Marion, Tom)
        * Structure bug reports (Will, Marion, Tom)
        * Organize Lightning notes (work for customer is complete) (Will)
        * Re-vamp development disk/directory structure
                             firstperson responshe?
```